

EXHIBIT B

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Code develop 21 branches 31 tags Go to file Code

TallgeeseHeaven [ADD] Server setting to make custom compressor information av... a92f583 25 days ago 897 commits

.github [FIX] Workflow should always run for a tag 5 months ago

.idea CLion .idea folder and ignore rule. Fixed various warnings with GCC 7. (3 years ago

there [FIX] Account dump of large accounts can cause disconnects and crashes (27 days ago

client [FIX] Client version max was too low in comp_client UI (#1454) 4 months ago

cmake [FIX] Issues with spaces in the build path. (#1299) 13 months ago

contrib [ADD] Server setting to make custom compressor information available ... 25 days ago

coveralls-cmake @ 0feb9aa [FIX] Make coveralls (code coverage) work again. (#1313) 13 months ago

datastore @ bb5f86e v4.12.2 Wyrd Hotfix 2 (#1320) 13 months ago

debian v4.12.2 Wyrd Hotfix 2 (#1320) 13 months ago

deps [FIX] Warnings on Manjaro (new GCC). (#1251) 16 months ago

docs [ADD] Debian Linux Package (#312) 4 years ago

icons [ADD] Debian Linux Package (#312) 4 years ago

libclient [FIX] Account dump of large accounts can cause disconnects and crashes (27 days ago

libcomp @ e1af239 [MOD] Move COMP_hack specific code out of libcomp (#1332) 12 months ago

libconfig [MOD] Move COMP_hack specific code out of libcomp (#1332) 12 months ago

libhack [ADD] Server setting to make custom compressor information available ... 25 days ago

libpackets [FIX] Issues with spaces in the build path. (#1299) 13 months ago

libtester [MOD] Move COMP_hack specific code out of libcomp (#1332) 12 months ago

migrations/world [FIX] Issue where one stat point is lost every 5 levels. (#1236) 2 years ago

server [ADD] Server setting to make custom compressor information available ... 25 days ago

tests Correct mutex contention on DP bonus (#955) 3 years ago

tools [FIX] Crash in translator CheckWhitespace (#1470) 2 months ago

.clang-format [MOD] Format source code with clang-format. (#1249) 16 months ago

.gitattributes [FIX] GitHub linguist detection (#927) 3 years ago

.gitignore [ADD] Tool to allow writing squirrel scripts to automate bdpatch oper... 13 months ago

.gitmodules [MOD] Updates to the Windows installer and Linux package. (#1238) 2 years ago

.readthedocs.yml [ADD] New guide that uses reStructuredText. (#1225) 2 years ago

AUTHORS [ADD] Authors file. 5 years ago

CMakeLists.txt [FIX] Clang CI build configuration was using wrong libc++ version (#1415) 6 months ago

CTestConfig.cmake Copyright year update (#1136) 2 years ago

LICENSE.AGPL [ADD] Initial code. 6 years ago

LICENSE.GPL [ADD] Initial code. 6 years ago

LICENSE.txt Add disclaimer to the installer. 3 years ago

README.md [MOD] Update CI badge 3 months ago

vsbuild_x64.bat [ADD] Support to build both 32-bit and 64-bit on windows with pre-bui... 15 months ago

vsbuild_x86.bat [ADD] Support to build both 32-bit and 64-bit on windows with pre-bui... 15 months ago

README.md

COMP_hack

license AGPL downloads@v4.12.2-wyrd-hotfix2 880 802 online

COMP_hack CI passing coverity failed coverage unknown docs passing

Shin Megami Tensei IMAGINE (Shin Megami Tensei IMAGINE) Private Server

The is the server software to revive an MMO that has been shutdown (SMT: IMAGINE). It's a complete re-implementation of the server from scratch and fully open source. The best place for documentation is the [Definitive Guide](#) so be sure to check it out. If you need additional support or have a question, stop by the [Discord](#) server (be sure to read the rules channel to get to the community discussion) or start a [GitHub discussion](#).

Building on Linux

You only need to build the project if you are on a Linux system that doesn't have a package (there is a PPA for Ubuntu-based systems) or you want to contribute. That being said, if you wish to contribute, Linux is the preferred build and run environment for the server. Of course you can build and develop with Visual Studio 2015 on Windows if that's your thing.

Dependencies

First thing you want to do is download some dependencies. Make sure you have GCC 5+ or Clang with C++14 support. Here is a command for Debian/Ubuntu based distros to pull in packages you may need:

```
sudo apt-get install build-essential cmake docbook-xsl doxygen texlive-font-utils xmlto libqt5webkit5-dev
```

Building

Make sure to initialize and update the submodules before trying to build!

That should be all you need. Just build the project now:

```
mkdir build  
cd build  
cmake -DNO_WARNINGS=ON ..  
make
```

See the [Definitive Guide](#) for more information on the build system options and how to setup the server.

Building on Windows

If you do not wish to contribute to the project, download from the [Releases](#) section or download the nightly artifact off the [AppVeyor](#) page.

Required Dependencies

- [Visual Studio 2015](#)
- [CMake](#)
- [Qt 5.7+](#)

Optional Dependencies

- [Doxygen](#)
- [WIX Toolset](#)

Building

Make sure to initialize and update the submodules before trying to build!

Edit the `vsbuild_x86.bat` and `vsbuild_x64.bat` batch files to point to your install of Qt. Run the desired script and you should see a `build32` or `build64` folder. Inside the folder should be a `comp_hack.sln` solution file. Open the solution and build as normal.

See the [Definitive Guide](#) for more information on the build system options and how to setup the server.